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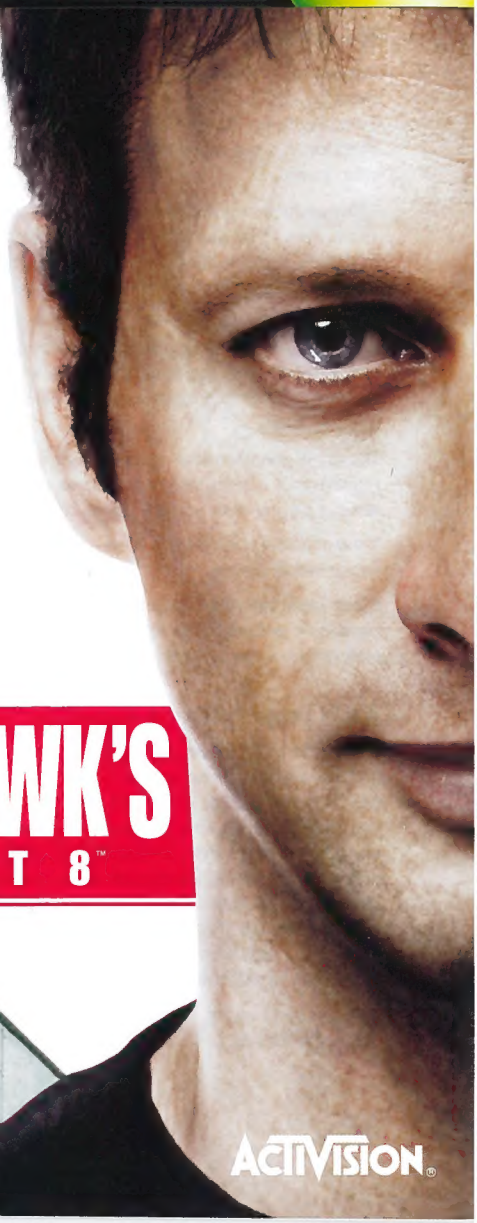
TEEN
T
Blood
Language
Violence
ESRB CONTENT RATING www.esrb.org

Game Experience May Change During Online Play

XBOX

TONY HAWK'S PROJECT 8



TEEN
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Safety Information

About Photosensitive Seizures

A very small percentage of people my experience a seizure when exposed to certain visual images, including ashing lights or patterns that may appear in video games. Even people who have no history of seizure or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

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The risk of photosensitive epilectic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

About Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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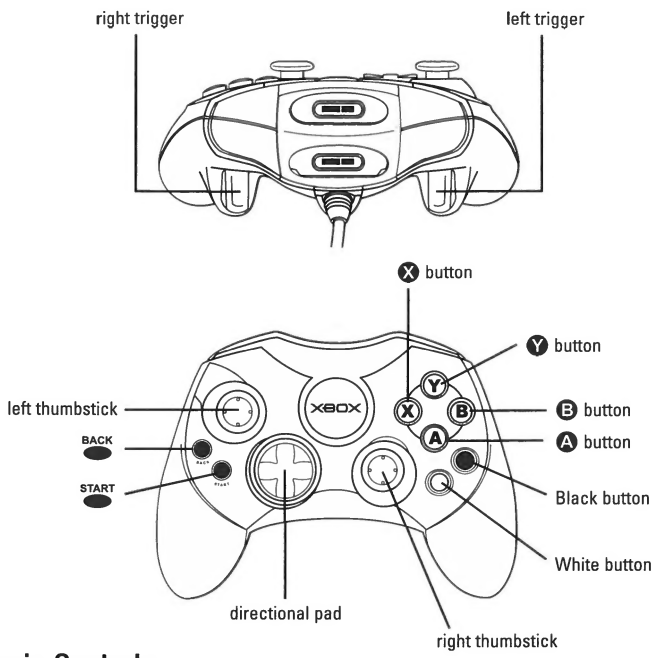
Game Controls



Basic Controls

Push

To push or move forward, press or hold the ⬆ on the directional pad or **left thumbstick**.

Crouching

To crouch, press and hold the Ⓐ button.

Ollie (or Jump)

To ollie, press and release the Ⓐ button. An ollie can also be performed at the top of a ramp to increase height and/or distance (depending on the type of ramp).

Grab Tricks

To perform a grab trick, you must first be in the air. Once in the air, press the Ⓑ button in combination with a direction on the directional pad or **left thumbstick**. Each direction on the directional pad or **left thumbstick** performs a different grab trick. The longer you hold the Ⓑ button down during a grab trick, the longer you'll "tweak" the trick. The score for the trick increases over the length of the grab.

Flip Tricks

To perform a flip trick, you must first be in the air. Once in the air, press the Ⓧ button in combination with a direction on the directional pad or **left thumbstick**. Each direction on the directional pad or **left thumbstick** performs a different flip trick.

Grind Tricks

To perform a grind trick, you must be near a rail or a grindable surface (like a ledge). First ollie (press and release the Ⓐ button), then press the Ⓨ button when near the rail or ledge to perform a grind trick on the rail.

- **50-50** – When parallel to a rail, ollie (Ⓐ button) onto the rail and press the Ⓨ button.
- **Nosegrind** – Press ⬆ on the directional pad or **left thumbstick** and the Ⓨ button.
- **5-0** – Press ⬇ on the directional pad or **left thumbstick** and the Ⓨ button.
- **Boardslide/Lipslide** – Rotate the board perpendicular to a rail and press the Ⓨ button.
- **Noseslide/Tailslide** – Press ⬅ or ➡ on the directional pad or **left thumbstick** and the Ⓨ button. Rotate the part of your board you want to slide on into the rail.
- **Feeble/Smith** – Press ↙ or ↘ on the directional pad or **left thumbstick** and the Ⓨ button.
- **Crooked/Overcrook** – Press ↖ or ↗ on the directional pad or **left thumbstick** and the Ⓨ button.

Lip Tricks

To perform a lip trick, skate straight up a ramp and press the Ⓨ button with a direction on the directional pad or **left thumbstick** when your skater is at the lip (or top edge) of the ramp. Press ⬅ and ➡ on the directional pad or **left thumbstick** to balance.

Manuals

To perform a manual, quickly press ⬆ then ⬇ on the directional pad or **left thumbstick**. You can also nose manual by quickly pressing ⬇ then ⬆ on the directional pad or **left thumbstick**. Press ⬆ and ⬇ on the directional pad or **left thumbstick** during a manual to balance. You can also perform a manual by pressing the Ⓧ button.

Reverts
To revert when landing back onto a ramp, pull the **right trigger** when you hit the ramp surface coming out of an aerial maneuver.

No Comply
To perform a no comply, quickly tap ⬆ on the directional pad or **left thumbstick** and press the Ⓐ button.

Boneless
To perform a boneless, quickly tap ⬆ ⬆ on the directional pad or **left thumbstick** and press the Ⓐ button. The boneless allows you to ollie higher and farther than a regular ollie.

Advanced Controls
Combo Basics
Launch up a ramp, perform a grab trick, pull the **right trigger** when landing on the ramp to revert, and then quickly press ⬆\⬇ or ⬇\⬆ on the directional pad or **left thumbstick** to enter into a manual. Try experimenting with this combo to get bigger scores.

Special Meter & Special Tricks
As you score points in *Tony Hawk's Project 8,* your Special Meter (the meter in the top left corner of the screen in game) fills up. When the meter is glowing and pulsing in color, you can perform special tricks. You can also use a speed boost ability when the Special Meter is full by pressing ⬆ on the directional pad or **left thumbstick**.

Special tricks are performed using multiple direction presses on the directional pad with the corresponding face button. You can view your special tricks in the View Tricks menu, found under Skater Options in Career mode. You can change your special tricks in the Edit Tricks menu in Free Skate and 2-Player modes. Some special tricks can be purchased at the skate shop.

Focus Mode
When your Special Meter is filled, click the **left thumbstick** to go into slow-mo focus control. Now you can view every trick and land it clean. Just keep your Special Meter up and your combo going to stay in Focus mode longer.

Nail the Trick Mode
Perform an ollie, then while in the air click both **thumbsticks** to activate Nail the Trick mode. You now have control of your skater's feet. Use the **left thumbstick** to control the left foot and the **right thumbstick** to control the right foot. You can move the sticks independently, or together, in any direction to perform a myriad of tricks. Use the **left** and **right thumbsticks** to control your feet to spin the board in the specified direction. The tricks are relative to where your feet are. The leading foot will do a flip trick. Release the both the thumbsticks when the grip tape is up to land. When the board is tinted **Green**, you can start a new trick and/or land the current trick. When the board is tinted **Blue**, you can start a new trick, but will bail if you attempt to land the current trick.

Nollie
To perform a nollie, first pull the **left trigger** to get into nollie position, then press the Ⓐ button. Nollie flip tricks follow from the nollie stance.

Switch Stance
You'll score more points when performing tricks in switch stance, which is the opposite of your skater's normal stance. To get into switch stance, pull the **right trigger**.

Fakie Ollie
To perform a fakie ollie, get into switch stance position, then pull the **left trigger** to get into fake ollie position, and then press the Ⓐ button. Fakie flip tricks follow from the fakie stance.

Wallrides
To perform a wallride, approach a wall at a 45° angle and ollie into the wall while holding the Ⓨ button. Press the Ⓐ button to wallie.

Wallplant/Sticker Slap
To wallplant, jump straight into a wall and press the ⬇ on the directional pad or **left thumbstick** and the Ⓐ button to plant your foot on the wall and kick off in the opposite direction. To sticker slap, jump straight into a wall and press the Ⓐ button.

Wallpush
Skate or manual straight into a wall and hold the Ⓨ button to push off the wall.

Spine Transfers
To transfer over a spine (two quarterpipe ramps placed back-to-back), pull both **left trigger** and the **right trigger** when launching off one side of the spine.

Skitching
To skitch (get pulled behind a vehicle), press ⬆ on the directional pad or **left thumbstick** when directly behind a vehicle. Press ⬇ on the directional pad or **left thumbstick** or jump to release from skitch. Pull **left trigger/right trigger** to switch sides of the car while skitching.

Flatland Tricks
All flatland tricks stem from the manual. Once in a manual, tapping twice on the Ⓑ, Ⓨ, Ⓧ button or any combination of those buttons produces a variety of flatland tricks. You must balance during a string of flatland combos using ⬆ and ⬇ on the directional pad or **left thumbstick**.

Double-Tap Flips and Grabs
Press ⬆, ⬇, ⬅ or ➡ on the directional pad or **left thumbstick** and double-tap the Ⓑ or Ⓧ button twice to bust a double or more advanced version of the base (single-tap) trick. These tricks score more points than base tricks.

Flips
When performing a flip or grab trick, you can customize your move in mid-air by using the directional pad or the **left thumbstick**. To perform a flip while in the air, press and hold the **White** button while pressing any ⬆ or ⬇ on the directional pad or the **left thumbstick** to invert your air.

180° Quick Turn Around
Press ⬇ on the directional pad or use the **left thumbstick** and pull the **left trigger** to do a quick 180º.

Acid Drops/Bank Drops
Pull both triggers while jumping over a quarterpipe ramp or slanted ramp to acid drop or bank drop. You can do this while skating or walking. (See the Walking section below.)

Bail Recovery
When you bail, you can perform a quick get-up by tapping the Ⓨ button. Using bail recovery in timed goals results in a five-second penalty.

Natas Spins
To perform a Natas Spin, jump onto a mailbox, pole or fire hydrant, and land on it while pulling the **left** or **right trigger** and pressing the Ⓨ button. Use the **left thumbstick** or the directional pad to keep your skater balanced.

Grind/Lip/Stall/Natas Branching
In the middle of a grind or lip trick, tap twice on the Ⓑ, Ⓨ or Ⓧ button or any combination to change your trick.

Stall
To perform a stall, ollie onto any grindable surface; pull the **right trigger** and press the Ⓨ button or the **left thumbstick**, then press ⬅ and ➡ on the directional pad or **left thumbstick** to balance.

Off-Board Controls
Walking
To switch from skating to walking, press the **Black** button. While in Walk mode, use the directional pad or the **left thumbstick** to control your skater.

Climbing/Hanging
Jump (using the Ⓐ button) near a wall or hanging wire and you'll automatically grab the ledge. While hanging, press ⬅ and ➡ on the directional pad or **left thumbstick** to move your position and press ⬆ or ⬇ on the directional pad **left thumbstick** to climb up onto the ledge surface.

Camera Control
You can use the **right thumbstick** to move the camera and check out what's around you when you're skating.

Remap Tricks
In Free Skate you can edit your skater's tricks. After selecting the skater you want to use in Free Skate, select **Edit Tricks**. You can then edit the special tricks.

Career Mode
In *Tony Hawk's Project 8*, Tony Hawk is on a search for the Top 8 amateur skaters in the world to be a part of his Project 8 team. He has stopped in your town, and it's up to you to get noticed by Tony and his friends, so that you can get a spot on the team.

You are presented with story-specific missions throughout Career mode. To progress through the game and see all the city and skate spots, you need to complete these missions. Characters in the game will have a star icon above their heads. Get close to the character and you will then be able to press the Ⓧ button to interact with them.

Tutorial – At the start of your career you have the option to play a tutorial where you can learn and practice new tricks, or use it as a refresher course.

Stokens – In *Tony Hawk's Project 8,* your skater is rewarded with stokens each time you impress the locals with awesome skate tricks. These locals are marked with a stoken icon above their heads. You can then use these stokens to purchase items in the skate shop.

Skate Shop – In the skate shop, stokens can be used to purchase new decks and special tricks. Access the skate shop through Skater Options in the Pause menu.

Your Room – At the beginning of your career, or at any point in the game, you can access your skater's room and edit their physical appearance and apparel. Access Your Room through Skater Options in the Pause menu.

Stats – View your stats to see how you're progressing in skills such as grind, manual and air. You can build up your skater's stats by skating around the world.

Rankings – View the Rankings menu to see where you stand amongst other amateur skaters competing to be on *Tony Hawk's Project 8* skate team. Move your way up the rankings to earn a spot in the top eight. You can also use this menu to track sponsors earned throughout your career. Access rankings through Skater Options in the Pause menu.

View Tricks – Use this option to view button commands for tricks available to you. Access View Tricks through Skater Options in the Pause menu.

Goal Types

Photo Goals – Perform the specified trick for the photographer to gain AM, PRO or SICK status.

Filmer Goals – Stick close to the filmer as he calls out tricks for you to perform. If you are out of range of the filmer's camera, the trick does not count. Do the specified amount of tricks to get AM, PRO or SICK status.

Spot Challenges – Initiate spot challenges by talking to the character with the star icon above their head. In the spot challenge video, you'll see markings that signify how far you need to trick in order to reach AM, PRO or SICK status.

Classic Goals – The old time favorite goal returns this year but is now part of Career mode. Talk to certain characters and you will be given 10 classic goals to complete within the two-minute time limit.

Tour Goals – Perform specified tricks on the objects called out for you in order to complete a skate tour across the map. The more objects you trick on, within the time limit, the higher your ranking.

Collect Goals – Look all around, high and low, to collect a myriad of objects scattered around the map.

Skate the Line Goals – Skate the line drawn out for you by tricking on all the objects required to achieve a higher ranking.

Races – Follow the markers that appear on-screen in a frantic race from one side of the level to another.

Competitions – Prove your skills to the pros by performing high-scoring tricks in these judged competitions.

Nail the Trick Goals – On specific objects you will see the words "Nail the Trick." When you ollie off of these, the camera will turn and you will enter Nail the Trick mode. Use the **thumbsticks** to control the board, and complete the goal objectives.

Puzzle Goals – There are a couple instances in the game where you get to place skate pieces where you want them. Some goals require you to figure out the correct placement of pieces in order to complete them.

Pro Challenges – As you move up in the rankings you will receive video phone messages telling you that a particular pro is in town and has a challenge for you to complete.

Secret Spots – There are a number of secret spots hidden all around the city. Keep an eye out for them.

Gaps – Gaps are placed all over the world. A gap requires you to grind a certain rail, transfer from one quarterpipe to another, or manual a certain distance. The challenge is in finding them! And if you find one, you'll be rewarded with a gap key. Use this gap key in the View Gaps menu to unlock and watch a video or another gap. Collect all the gaps to unlock something cool!

Compass

On the top of the in-game screen is a compass, which helps you locate all the various things to do throughout the city. The compass shows you where different goals and challenges are located.

View Goals

At any time during the story, you can visit the Pause menu and select **View Goals**. The View Goals screen shows you which goals are available for you to complete. Scroll ⬆ and ⬇ on the directional pad to look at the goals for that area. This is also a great way to view which goals you have completed.

Change Area – You are able to change to any level you have unlocked through the change area menu in the Pause menu. In addition, you are able to view the number of gaps you have found and the progress in the area. Use ⬆ and ⬇ on the directional pad to scroll between levels.

Nokia Video Phone Messages

Keep an ear out for your Nokia N93 phone. You can receive video messages that provide further information about the story and your mission objectives. These messages can be found in the Pause menu under Video Phone.

Free Skate
Choose a level or city area and practice your skating skills. To earn access to all the areas and levels in the game, you must play through Career mode.

2-Player
When you and a friend are ready to go head-to-head, this mode offers up many different 2-Player games. Please see Multiplayer Games section for further explanation of the available games.

Note: To select 2-Player mode from the Main Menu, two controllers must be inserted into the Xbox® video game system.

Create

Note: Activision Customer Support cannot troubleshoot user-made skaters.

A Note on the Career skater:

In *Tony Hawk's Project 8*, the Career skater you customize cannot be used in any other mode of play, and the same goes for a skater created outside of Career mode—it cannot be used in the career. All customization of your Career skater should be done inside Career mode (within the skate shop and your room), and all customization of a skater for 2-Player or Free Skate should be done within the Create option from the Main Menu.

Creating Your Skater
You can create nearly any kind of skater. From the Main Menu, select **Create**. Choose from a list of three different skater styles. You can also load a previously saved skater.

Note: Some items or customization options are not compatible with other options.

Piece Categories
The available piece categories when creating a new skater or editing your current skater are Information, Head Options, Torso Options, Leg Options and Deck Options.

Available Pieces
At the start of the game, some pieces will be unavailable to you until you've purchased the item from within Career mode. To unlock more pieces with which to customize your skater, you'll need to play through Career mode and purchase these items.

Multiplayer Games

Trick Attack
The player with the highest score at the end of the time limit wins!

Graffiti
The player with the most "tagged" objects wins! Obstacles are tagged with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

Horse
Pull off higher combos than your friends to get them to spell out HORSE, the classic b-ball game skater style. Exclusive to 2-Player mode.

Free Skate
Skate the level freely with a friend.

Game Options

Save Game/Load Game
To save a game, you'll need at least 11 blocks of free space available on your Xbox hard disk. To check your free memory and/or delete existing games, use the Xbox Memory Manager. To load a previously saved game, select Load Game from the Options Menu.

The Story/Skater save requires 11 blocks. This save contains both your skater and any progress through Career mode as well as any unlockables you may have earned.

Other Options
Game Settings: Control setup, sound options, display options, Turn Blood on/off.

Cheat Codes: Enter secret codes from magazines and online fan sites. Go ahead and cheat…we gave you the option!

Movies: View all game movies. Some movies need to be unlocked by playing through Career mode.

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Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet support is handled in English only.

NOTE: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

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